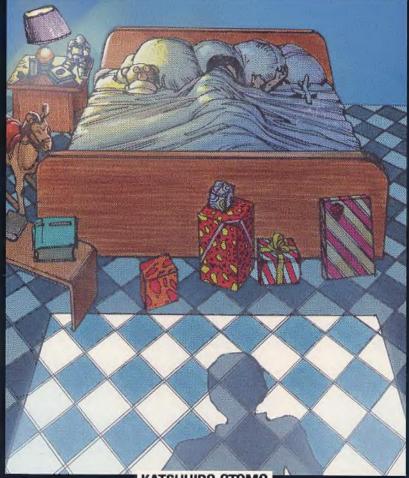
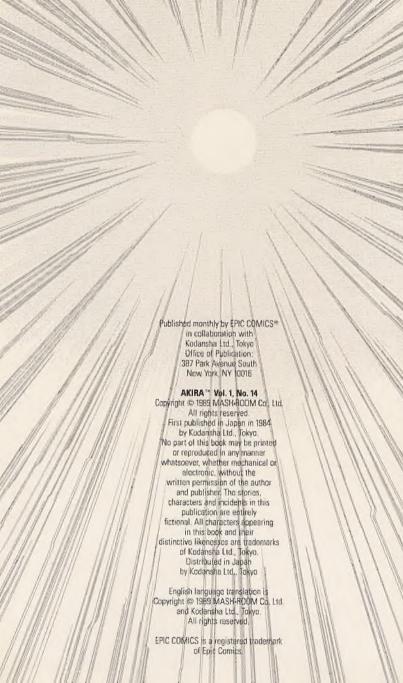
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KATSUHIRO OTOMO





BY KATSUHIRO OTOMO

CHAPTER 14

CAUGHT IN THE MIDDLE

WHAT HAS GONE BEFORE

he year is 2030. The world is rebuilding from World War III. In Neo-Tokvo. plans are being made to hold the next Olympics in the "old city"where, thirty-eight years before, the first of the bombs fell. There. a band of teenaged delinquents ied by Kaneda encounter Number 26—a terrified child who possesses extraordinary telekinetic abilities. During the encounter, the paranormal boy gravely injures Tetsuo, one of Kaneda's close friends, then mysteriously vanishes.

As a result **Kaneda** and **Tetsuo** become entangled in a power struggle between a mysterious military and scientific organization led by a man known only as the **Colonel** and an underground resistance group, bent on putting a stop to the Colonel's activities.

Among the resistance,

Kaneda meets Kay—a girl he
alternately maddens and tries to
seduce—and Kay's "brother"

Ryu. The resistance leaders
include Ryu's superior, Nezu—

who publicly leads the political party that opposes the government—and a powerful religious leader with strong precognitive gifts, Lady Mivako.

Under his control, the **Colonel** has a number of children, each one possessing a distinct set of psychic talents and identified by a number marked on the hand. (**Lady Miyako** was, at one time, Number 19 in this series.) One of the children is the mental giant **Akira**, so powerful that since the war he has been buried beneath the earth's surface, suspended in cryogenic sleep.

The Colonel's staff subjects

Tetsua to painful experiments
which awaken his tremendous
telepathic potential. Tetsua
is redubbed Number 41.
Unfortunately, as his powers
appear, a monstrous side of
Tetsuo's nature also surfaces.
Able to shrug off the most
serious injuries, Tetsua goes on
a killing spree, murdering one of
Kaneda's friends and even
attacking Kaneda.

Unable to tolerate the notion that **Akira** may be more powerful than he is, **Tetsuo** sets out to find his rival. The psychic children, who, like **Lady Miyako**



3





Kav

Nezu

Akira Sakaki



fear Akira's power and worry about the disaster Tetsuo may unleash. The children use their talents to help Kay and Kaneda follow **Tetsuo** to the Olympic site, below which Akira rests. There, they are almost reunited with Rvu, who is working undercover as a soldier.

Hoping to prevent a disaster. the Colonel follows with his troops and scientists. Tetsup easily repels soldiers armed with the most sophisticated weaponry. Meanwhile, the scientists monitoring Akira's cryosleep surmise that even in hibemation. Akira's power is responding to Tetsuo's psychic energy.

Tetsuo reaches Akira's resting place, the cryonic chamber begins to crack from within. Akira emerges, as Kay and Kaneda watch from hiding. The paranormal giant is

still dazed and weak with the afteraffects of his coma. Akira is unable to speak, shy of bright lights, and easily ordered about. Tetsuo and he begin to make their way to the surface. followed by Kay and Kaneda.

Terrified of what may occur. the Colonel summons the powerful SQL military satellite and orders that its laser cannon. be fired at **Tetsup** and **Akira**. who are separated by the blasts. Akira is saved by Kay and Kaneda, but Tetsuo is less fortunate. The laser strikes his left arm.

Neo-Tokyo is placed in a state of military emergency. The Army is backed up by "caretaker robots" who patrol the streets. dealing harshly with looters and restoring order. The Colonelwho successfully manages to conceal the truth about what has occurred despite leaks-plans to



Kaneda









Kiyoko

The Colonel

Chivoko

use the emergency as an excuse to hunt down and destroy the resistance once and for all. Discredited and made a scapegoat following the disaster. the Colonel sets up a clandestine inner circle of military and intelligence officials still loval to him, a circle Nezu is determined to expose.

Lady Miyake divines that Nezu can no longer be trusted. She calls upon Sakaki, a young girl trained in techniques of infiltration, observation, and combat. Lady Miyako asks her to find Akira.

Kay and Kaneda take shelter with Chivoko, a formidable woman in the resistance. Without Kaneda's knowledge. Kay meets with Nezu and agrees to turn the still-somnolent Akira over to Nezu. When Ryu, unaware of what has occurred since he last saw Kay, also reports to Nezu. He treats Ryu scornfully, denies all knowledge of Kay, and does not tell him anything about Akira.

Sakaki has followed Kay from her meeting with Nezu to Chivoko's hideout. She slips in and takes Akira. Kaneda is unable to stop her and he alerts Kay and Chiyoko.

The pair safely reach the

street only to be cornered by caretaker robots. Kay, Chiyoko and Kaneda arrive in time to save them. Sakaki is stunned by a robot, the trio recovers Akira.

Despite warnings from Lady Miyako not to overestimate himself. **Nezu** plans to exploit Akira for his own purposes. He awalts the delivery of the paranormal child. Kay brings Akira, Kaneda and Chivoko to a rendezvous on Nezu's boat. He whisks the paranormal boy away by helicopter, and orders his staff to kill the three resistance fighters. They manage to save themselves and take control of the boat, and by a trick learn where the copter has taken Akira.

Meanwhile Nezu, rushing to where he has Akira hidden, is caught breaking curfew by soldiers who open fire upon his carl







Masaru





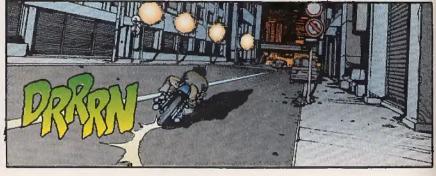
Lady Miyako

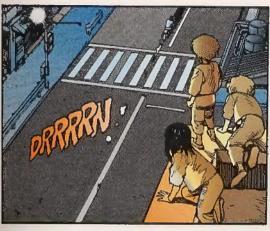


Tetsuo













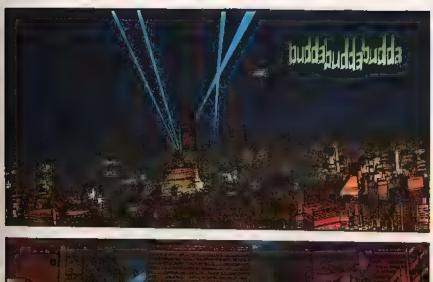














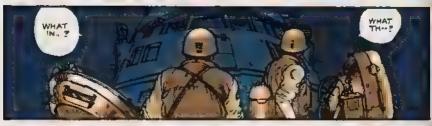










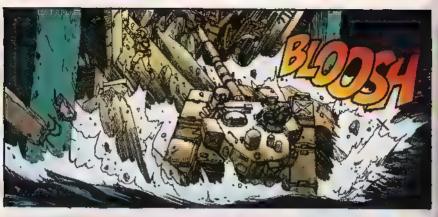












































































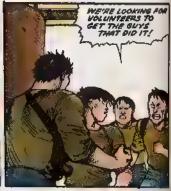














































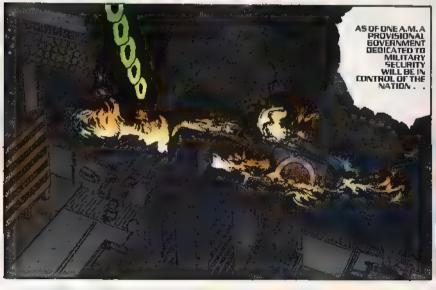


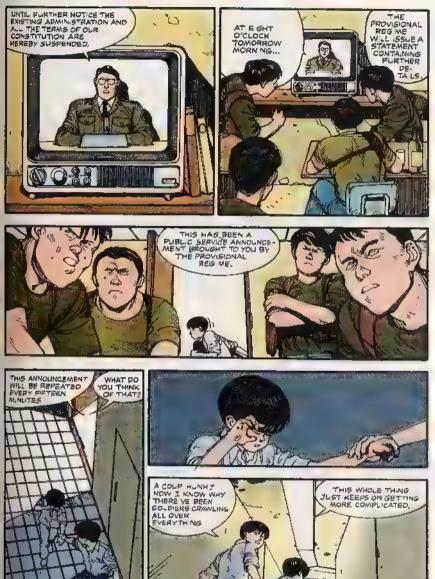














































































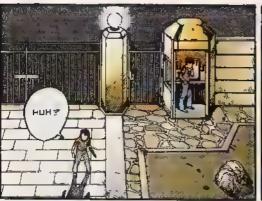


















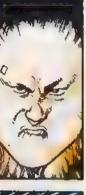


























































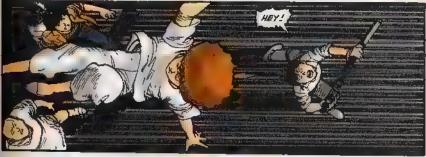




















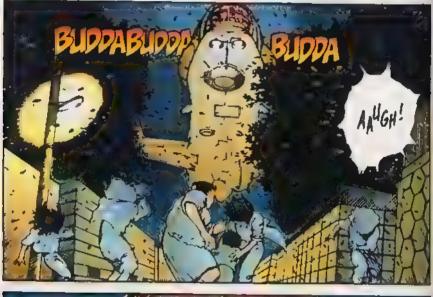


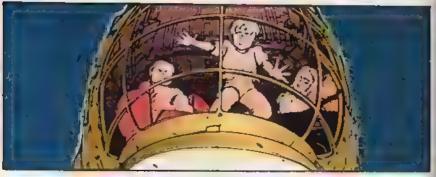














































































































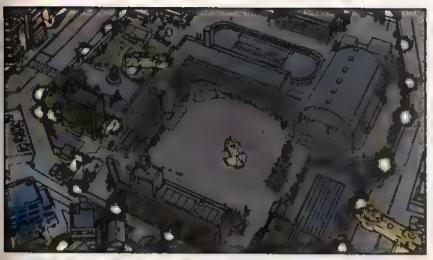














WHO COULD



PREPOSTEROUS,







































































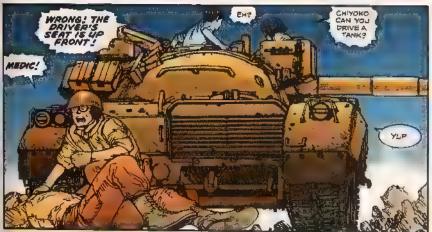
































NEXT ISSUE: **PSYCHIC DUEL**

THE MAKING OF AKIRA THE EPIC COMIC PART II—SCRIPTING

The scripting of the Epic version of **Akira** requires a detailed translation and westernization process involving approval by two separate companies and a number of individuals.

Epic Comics first receives the English translation of Akira in volumes—each of the five Japanese volumes is 280 to 400 pages each. Epic is sent the translations of the volumes one at a time, as each is completed. Kodansha's translators, Yoko Umezawa and Linda M. York translate the Japanese to literal, straightforward English. The Kodansha volumes have been divided into 64-page Epic editions by former Akira editor Archie Goodwin. Each edition's translation, along with a copy of the issue's artwork, is then sent to Jo Duffy.

Jo Duffy then "Americanizes" the script. The direct, literal translation is often stiff, and the flow of the script, although fine in Japanese, changes entirely when translated.

"An idea that takes three words in Japanese," says Duffy, "may take 10 or 20 words in English."

Also, because of the length of the Epic issues, characters must be re-introduced every 64 pages. American readers should be able to pick up any issue of the series and identify the main characters within the first few pages.

Duffy completes the script, with careful attention to the onomatopoeia of sound effects and an even flow of language. She tries to Americanize Akira without taking away from the Japanese elements.





Using her script, Duffy then marks the places on the artwork where the word balloons should go. The script is sent to the Epic offices, where editor Margaret Clark checks it before sending to the staff of Kodansha in Tokyo for approval.

Epic receives the Duffy script back from Kodansha, complete with changes and corrections. The complete script, along with the balloon placements, is then sent to Michael Higgins for lettering.

Higgins draws in new balloons according to the balloon placements he receives from Duffy, and then letters all of the balloons as indicated by the script. **Akira** is unlike most comics in that some word balloons already exist, and he must draw the new balloons to fit with those drawn by Otomo.

"It's a question of balancing the American balloons with the Japanese," he says.

After Higgins returns the lettering to Epic, the lettering and the proofs of the original artwork (see article in **Akira** #13 on "mirror proofs") go into the Marvel "Bullpen" for production. The Bullpenners carefully cut out the word balloons and paste them to the artwork according to Jo Duffy's balloon placements. A copy of the finished artwork with word balloons is then sent, once again, to Kodansha for corrections.

The copy is returned to Epic with corrections. Common problems include word balloon pointers that indicate that the wrong character is speaking, incorrect words or letters, and the occasional word balloon that should have been filled in with artwork before the proofs were made. Periodically, we encounter problems involving reversal, meaning that during the process of making "mirror proofs", a panel or part of a panel was reversed when it should not have been. Finally, when all of the corrections have been made and the staffs of Epic Comics and Kodansha, are satisfied, the black and white artwork is sent to Steve Oliff and Olyoptics for the coloring process.





The same panel, on the "mirror proof" sent to Epic. Mash-Room has replaced the Japanese balloons with art

KATSUHIRO OTOMO

writer/illustrator

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MAKOTO SHIOSAKI SATOSHI TAKABATAKE assistants to Mr. Otomo

HIROSHI HIRATA designer • AKIRA calligraphy

AKIRA SAITO

Kodansha 4td

YOKO UMEZAWA with LINDA M. YORK translation

KOICHI YURI

editor • Kodansha edition

YUKA ANDO editorial coordinator • Tokyo

NORIYUKI OKAZAKI managing editor • New York

Epic Comics

JO DUFFY

english adaptation

STEVE OLIFF

With the OLYOPTICS COMPUTER CREW

colorists

MICHAEL HIGGINS

letterer

HARRY CANDELARIO

MARIE JAVINS

MARGARET CLARK

editor

CARL POTTS

executive editor

s he really worth it? Is it worth the careers tossed aside in the headlong pursuit of perceived power? Is it worth the cost of exposing young paranormals to the force of martial law meted out by the army? Is it worth bringing down a government and ruining a brilliant military career with a coup d'état? Is it worth the mindless violence and the lives that it has extinguished? Who or what is Akira that so many have been willing to pay the price?

KATSUHIRO OTOMO'S



